ARITHMETIC CAN BE FUN
ED-U-CARDS
A NEW unusual GAME children will love to play again and again. Makes learning arithmetic an exciting, enjoyable experience.
Can be played by ONE child alone or in groups, without supervision of parents or teachers.
ADDITION AND SUBTRACTION
FOR GRADES 1 THRU 6
COMMENDED
PARENTS'
Made in U.S.A.

Directions for "ARITHMETIC CAN BE FUN"

Addition — Subtraction

"Arithmetic Can Be Fun" is a new, approved way to learn number facts, with all the fun and excitement of a game. To make a play, a player must think, express the solution in words, and use his hands to complete the solution. "Arithmetic Can Be Fun" is the "Think-Say-Do" way to learn number facts.

The game is simple and can be played by 2 to 6 children. It may also be played by 1 child as a solitaire game and as a review of the basic number facts.

HOW TO PLAY:

1. Shuffle the blue and red decks and place in 2 piles face down.
2. Place the 3 boards of the game you decide to play (addition or subtraction) on the table, side by side.
3. Take the top 3 cards off the red pile and place them face up over the red spaces on the boards.
4. Deal out 5 blue cards to each player.
5. The dealer is the first to go. If 2 cards in his hand will solve the problem on any of the boards — such as "6 plus 4 equals 10" or "10 minus 4 equals 6"—he places the cards over the correct blue spaces, calls out the answer and wins the red problem card.
6. If the answer is correct, the 2 blue cards thus played are put in a discard pile and the red card is taken by the player.
7. As each red card is won and removed from the boards, it is replaced by a new red card from the top of the pile.
8. You should always have 5 blue cards in your hand. As each pair is played out from your hand, you must replace them with 2 new blue cards.
9. If you cannot complete a problem with the cards in your hand. you may discard one or two and replace with new ones. You must then pass your turn.
10. When all the blue cards are used up, the discard pile is shuffled and used again.
11. The game is over when there are only 1 or 2 problems remaining to solve, and the blue pile of cards has been used up.
12. The player obtaining the most red cards is the winner.

SPECIAL RULES:

1. For children just starting to learn their number facts, eliminate the "red" problem cards 11 through 18.
2. "Advanced" students may use the sum of 3, 4 or 5 cards to equal an answer. However, zero may be played with only 1 other card.
3. If a player makes a mistake in the solution of a problem, it is drawn to his attention. He replaces the cards in his hands, and that completes his turn, even though he sees how he might correct his mistake.
4. If, without drawing, a player can solve 2 problems, he may do so.

(over)

SOLITAIRE

1. Shuffle both decks and place face down.
2. Place the 3 boards of the game you want to play in front of you and put the top 3 red cards over the red squares.
3. Deal yourself 5 blue cards, and place face up on the table.
4. Turn up 1 blue card and place next to the blue pile. This will start "The deck pile".
5. If any 2 of the 6 open cards can be used to complete a problem, you can make a "play".
6. If you cannot make a "play", keep turning up the top card of the blue pile placing it on the "deck pile" until a play is made.
7. After each "play", discard the 2 blue cards and the red problem card and replace with new ones.
8. When there are no more blue cards in the original pile and you can't make a play with the cards in front of you, the game is over.
9. To see how well you did, add up the number of the red cards you won. Play the game again and see if you can better your score.

EASY REVIEW

Addition

1. Use 1 board. Place the top 2 blue cards on the blue spaces, have the child call out their sum. Discard the cards, and play the next 2.
2. If the youngsters are having difficulty with 1 set of combinations, such as 9's, place a "9" on the board. Then one after another, place a card under it and have him call out the sum.

Subtraction

1. Play 2 blue cards, subtracting the smaller from the larger.
2. Place any card as a minuend. Eliminate all blue cards larger than the card selected. Play 1 card at a time, and have him call out the "difference".

USE THESE NUMBER FACTS TO CHECK YOUR ANSWERS

The 100 Addition Facts

0+0=0	1+0=1	2+0=2	3+0=3	4+0=4	5+0=5	6+0=6	7+0=7	8+0=8	9+0=9
0+1=1	1+1=2	2+1=3	3+1=4	4+1=5	5+1=6	6+1=7	7+1=8	8+1=9	9+1=10
0+2=2	1+2=3	2+2=4	3+2=5	4+2=6	5+2=7	6+2=8	7+2=9	8+2=10	9+2=11
0+3=3	1+3=4	2+3=5	3+3=6	4+3=7	5+3=8	6+3=9	7+3=10	8+3=11	9+3=12
0+4=4	1+4=5	2+4=6	3+4=7	4+4=8	5+4=9	6+4=10	7+4=11	8+4=12	9+4=13
0+5=5	1+5=6	2+5=7	3+5=8	4+5=9	5+5=10	6+5=11	7+5=12	8+5=13	9+5=14
0+6=6	1+6=7	2+6=8	3+6=9	4+6=10	5+6=11	6+6=12	7+6=13	8+6=14	9+6=15
0+7=7	1+7=8	2+7=9	3+7=10	4+7=11	5+7=12	6+7=13	7+7=14	8+7=15	9+7=16
0+8=8	1+8=9	2+8=10	3+8=11	4+8=12	5+8=13	6+8=14	7+8=15	8+8=16	9+8=17
0+9=9	1+9=10	2+9=11	3+9=12	4+9=13	5+9=14	6+9=15	7+9=16	8+9=17	9+9=18

The 100 Subtraction Facts

0−0=0	1−0=1	2−0=2	3−0=3	4−0=4	5−0=5	6−0=6	7−0=7	8−0=8	9−0=9
1−1=0	2−1=1	3−1=2	4−1=3	5−1=4	6−1=5	7−1=6	8−1=7	9−1=8	10−1=9
2−2=0	3−2=1	4−2=2	5−2=3	6−2=4	7−2=5	8−2=6	9−2=7	10−2=8	11−2=9
3−3=0	4−3=1	5−3=2	6−3=3	7−3=4	8−3=5	9−3=6	10−3=7	11−3=8	12−3=9
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6−6=0	7−6=1	8−6=2	9−6=3	10−6=4	11−6=5	12−6=6	13−6=7	14−6=8	15−6=9
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9−9=0	10−9=1	11−9=2	12−9=3	13−9=4	14−9=5	15−9=6	16−9=7	17−9=8	18−9=9

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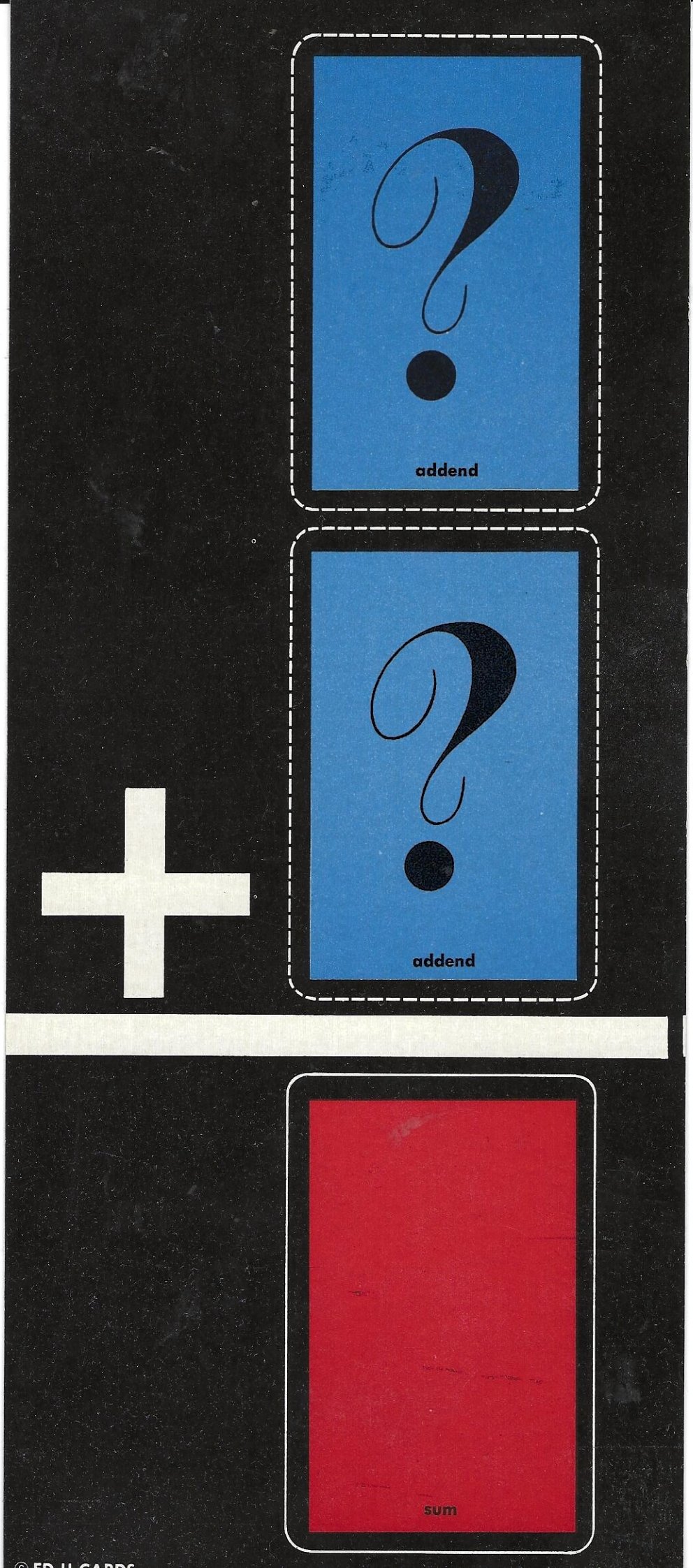
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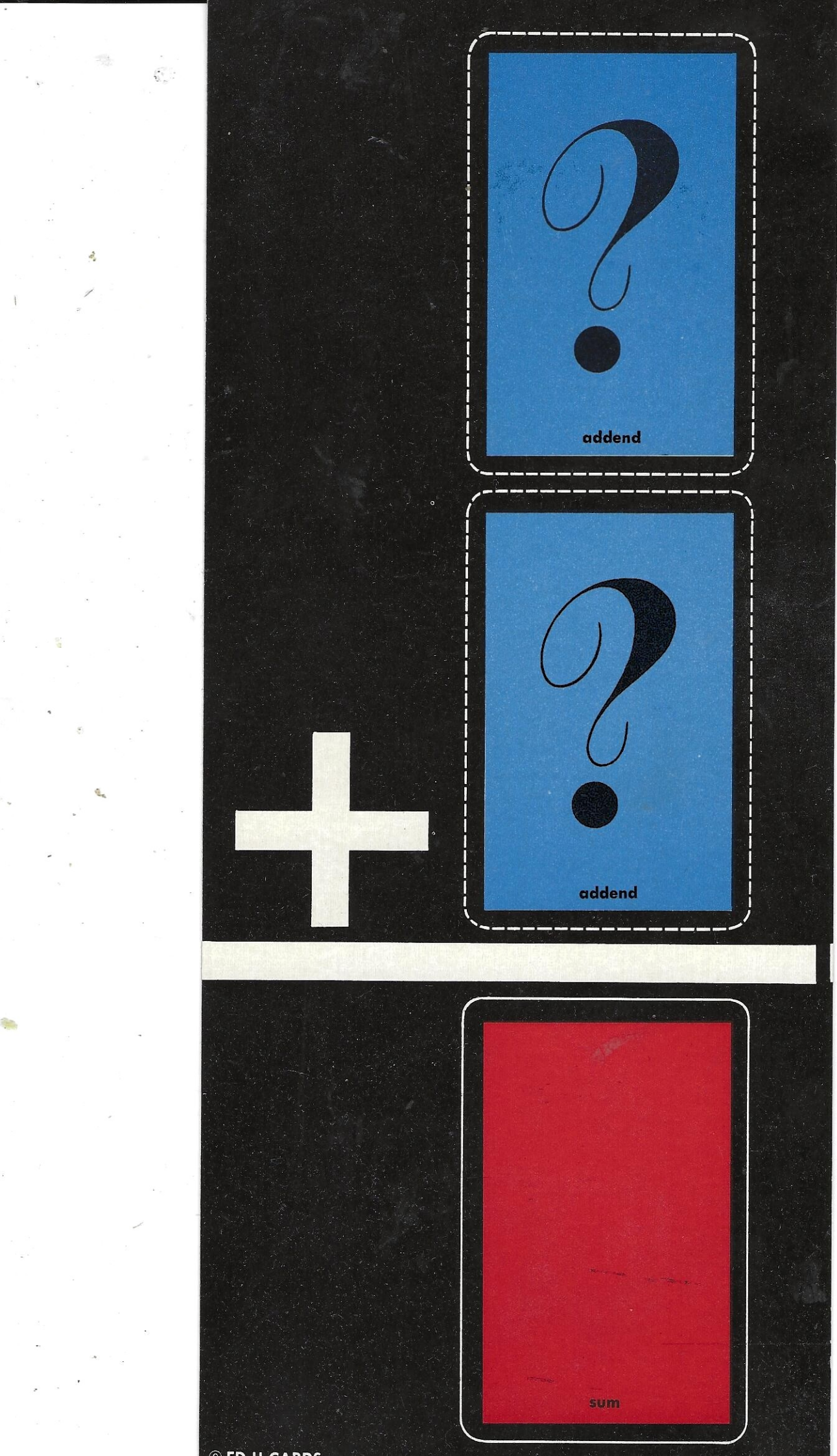
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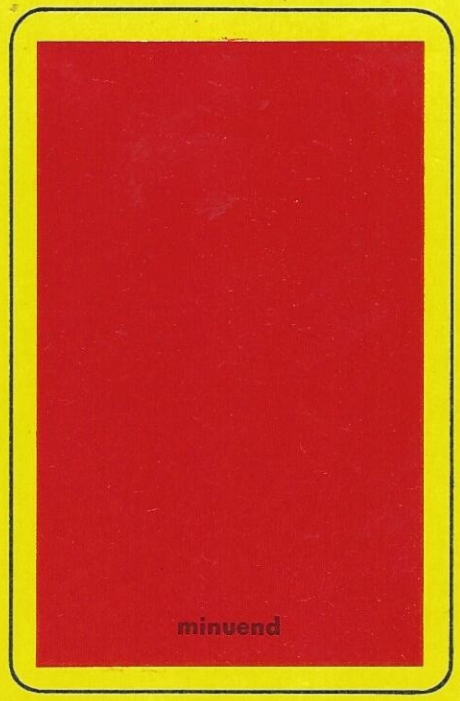

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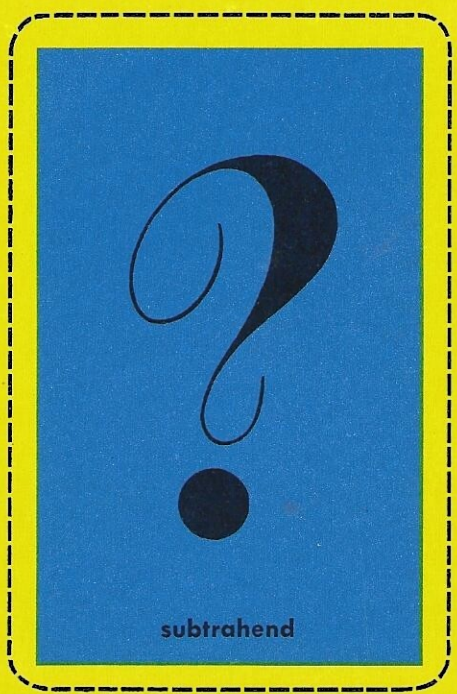

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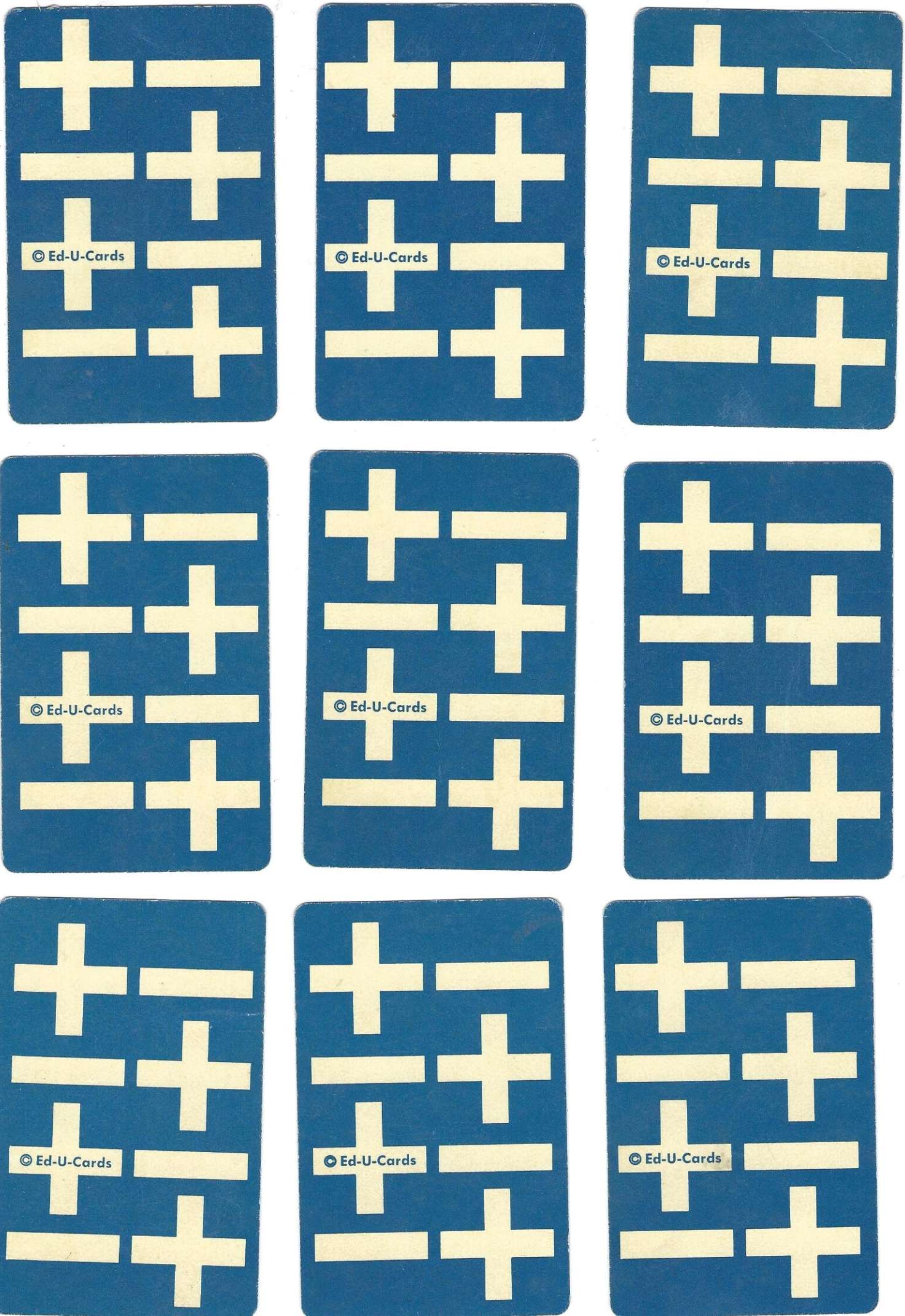
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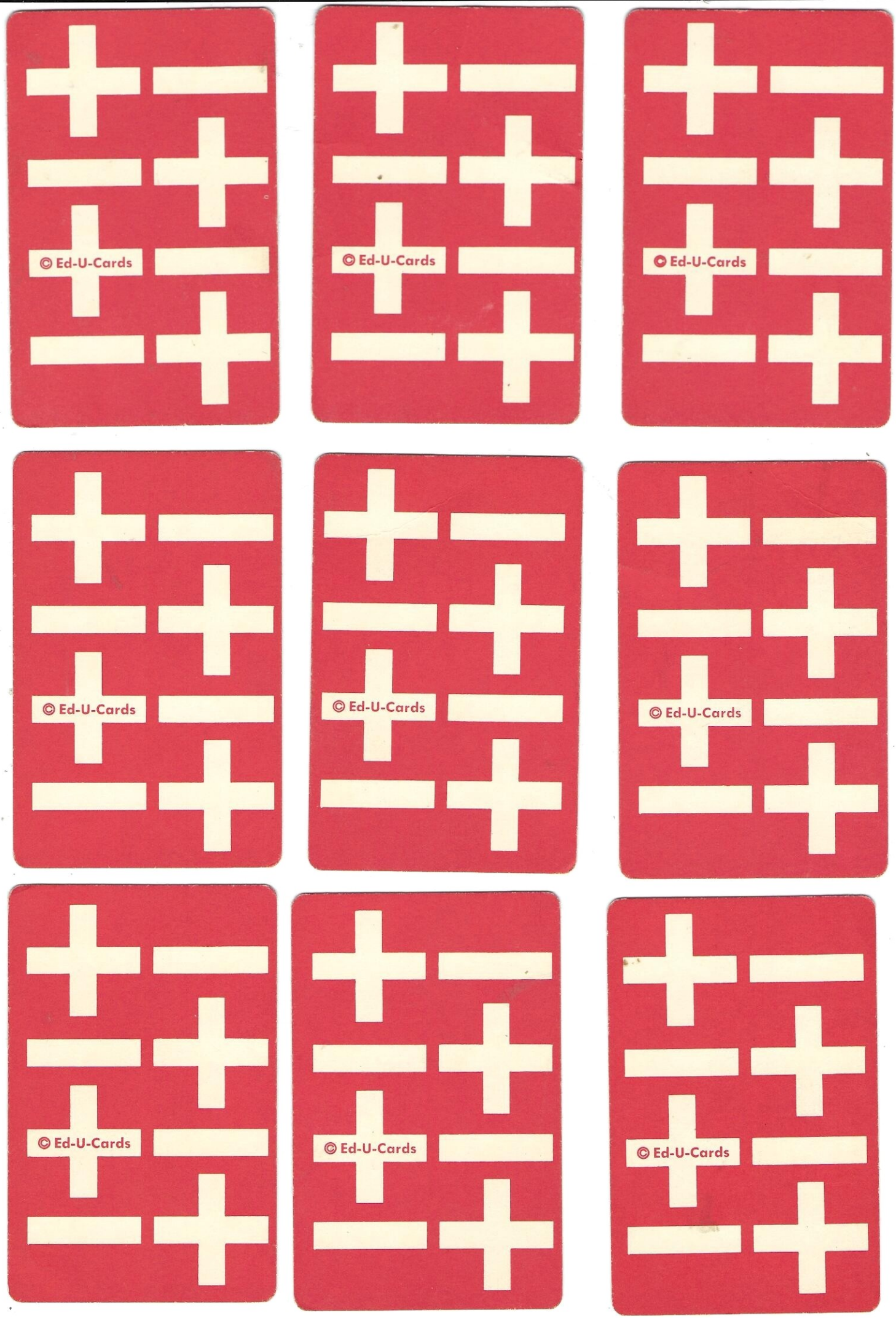
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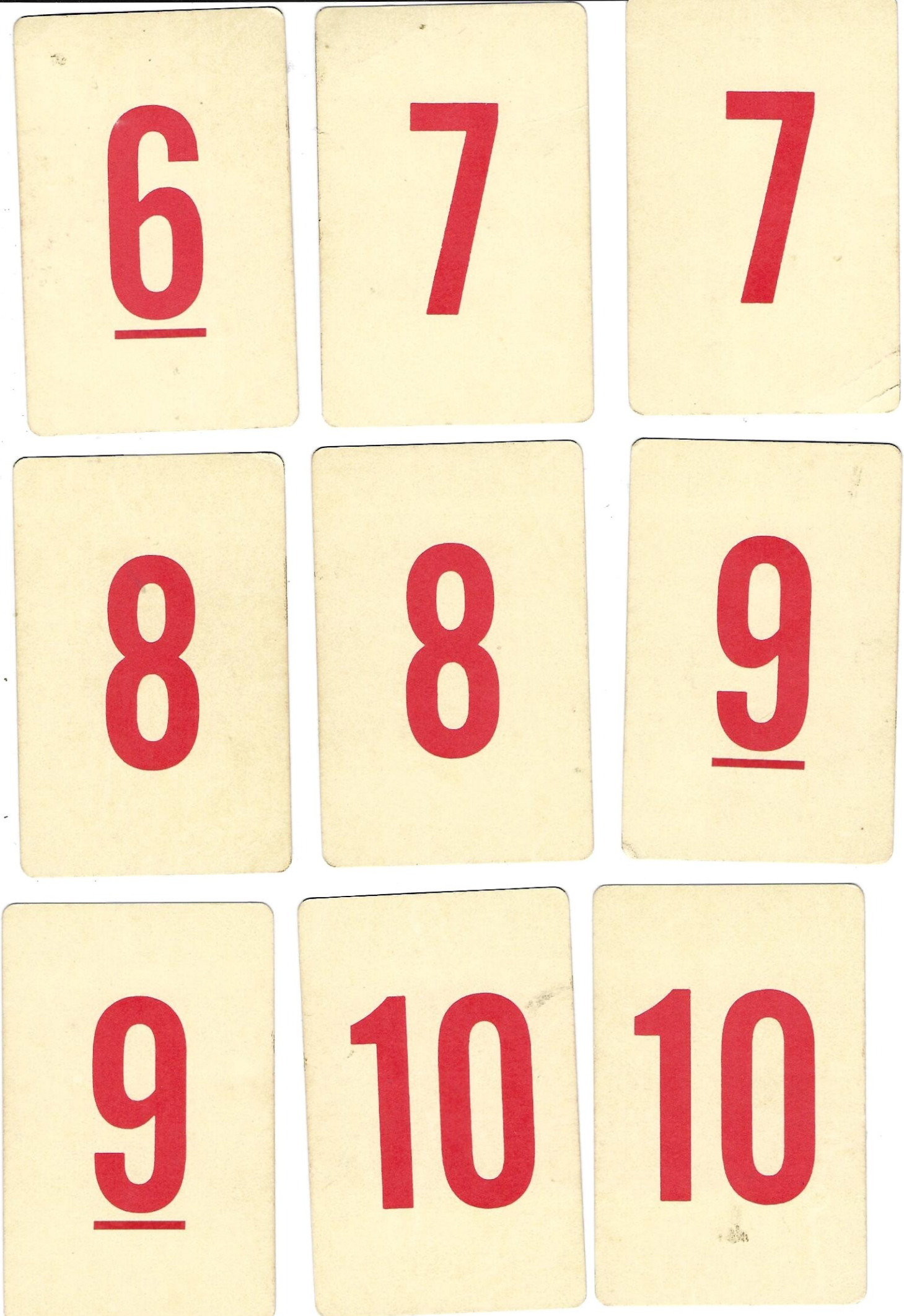
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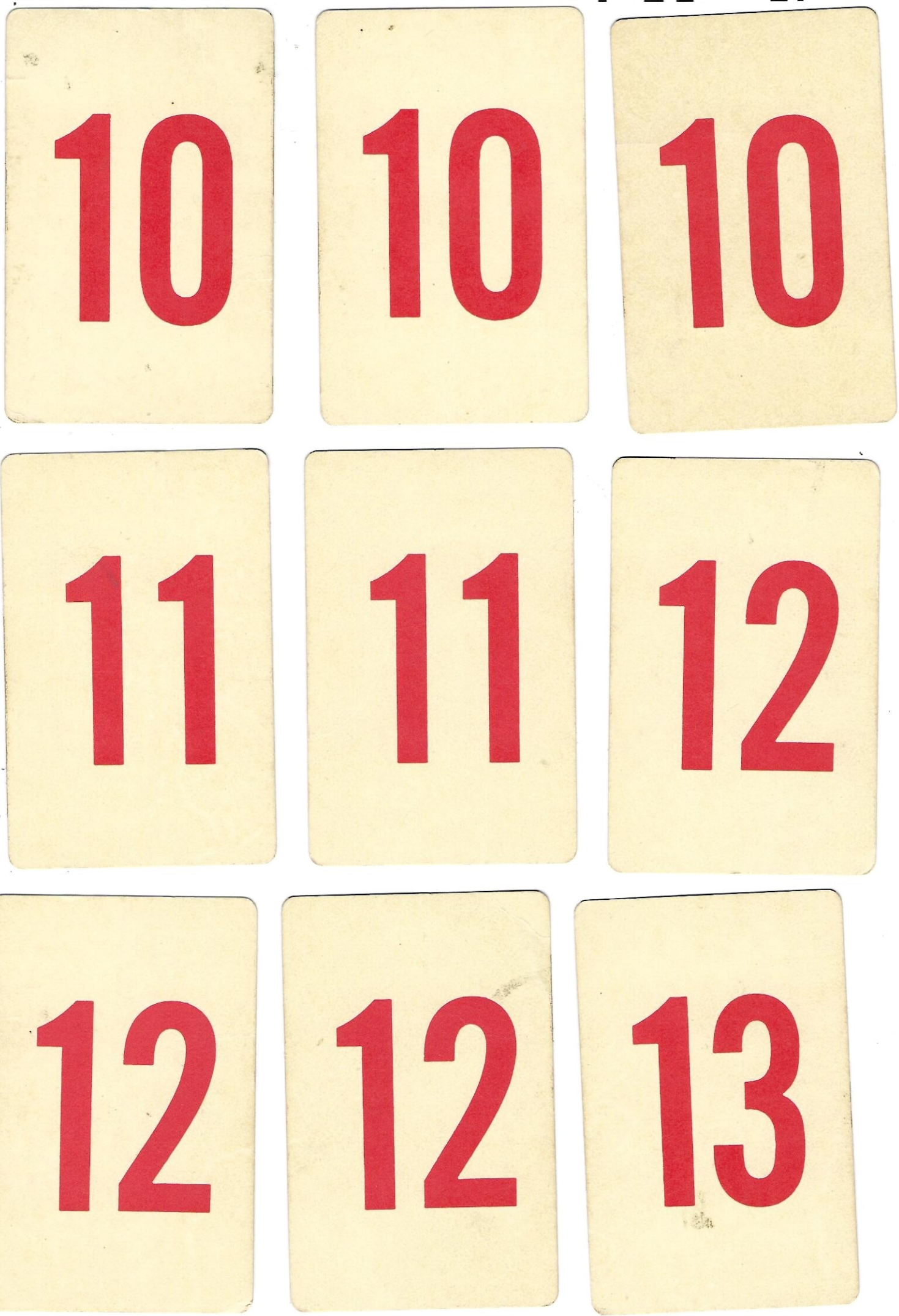
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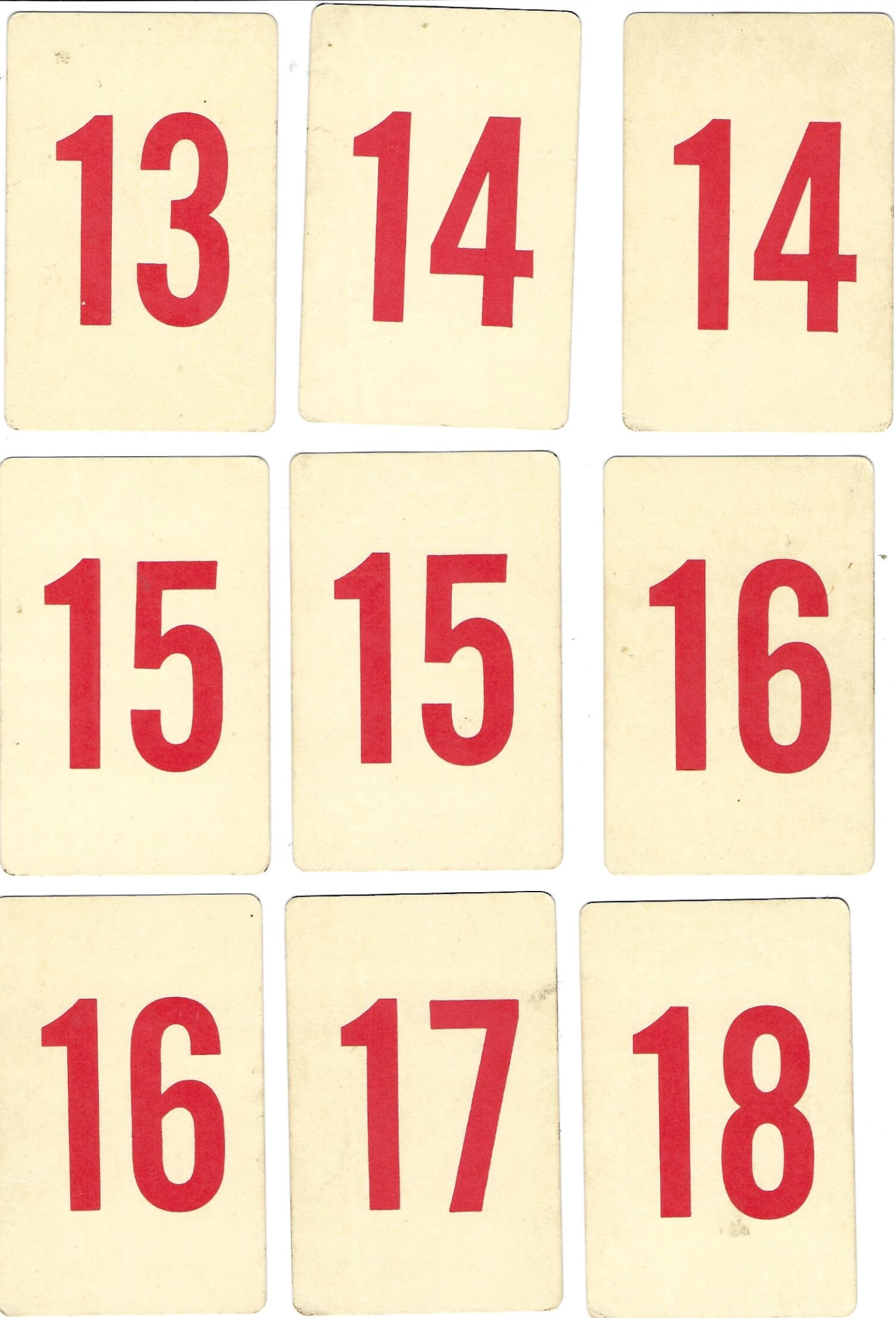
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ARITHMETIC CAN BE FUN

ED-U-CARDS

A NEW unusual GAME children will love to play again and again. Makes learning arithmetic an exciting, enjoyable experience.

Can be played by ONE child alone or in groups, without supervision of parents or teachers.

MULTIPLICATION AND DIVISION FOR GRADES 3 THRU 8

COMMENDED PARENTS MAGAZINE

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Directions for "ARITHMETIC CAN BE FUN" Multiplication — Division

"Arithmetic Can Be Fun" is a new, approved way to learn number facts, with all the fun and excitement of a game. To make a play, a player must think, express the solution in words, and use his hands to complete the solution. "Arithmetic Can Be Fun" is the "Think-Say-Do" way to learn number facts.

The game is simple and can be played by 2 to 6 children. It may also be played by 1 child as a solitaire game and as a review of the basic number facts.

HOW TO PLAY:

1. Shuffle the blue and red decks and place in 2 piles face down.
2. Place the 3 boards of the game you decide to play (multiplication or division) on the table, side by side.
3. Take the top 3 cards off the red pile and place them face up over the red spaces on the boards.
4. Deal out 5 blue cards to each player.
5. The dealer is the first to go. If 2 cards in his hand will solve the problem on any of the boards — such as "5 times 4 is 20" or "5 divided into 20 is 4" — he places the cards over the correct blue spaces, calls out the answer and wins the red problem card.
6. If the answer is correct, the 2 blue cards thus played are put in a discard pile and the red card is taken by the player.
7. As each red card is won and removed from the boards, it is replaced by a new red card from the top of the pile.
8. You should always have 5 blue cards in your hand. As each pair is played out from your hand, you must replace them with 2 new blue cards.
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SPECIAL RULES:

1. If a player makes a mistake in the solution of a problem, it is drawn to his attention. He replaces the cards in his hands, and that completes his turn, even though he sees how he might correct his mistake.
2. If, without drawing, a player can solve 2 problems, he may do so.

(over)

SOLITAIRE

1. Shuffle both decks and place face down.
2. Place the 3 boards of the game you want to play in front of you and put the top 3 red cards over the red squares.
3. Deal yourself 5 blue cards, and place face up on the table.
4. Turn up 1 blue card and place next to the blue pile. This will start "The deck pile".
5. If any 2 of the 6 open cards can be used to complete a problem, you can make a "play".
6. If you cannot make a "play", keep turning up the top card of the blue pile placing it on the "deck pile" until a play is made.
7. After each "play", discard the 2 blue cards and the red problem card and replace with new ones.
8. When there are no more blue cards in the original pile and you can't make a play with the cards in front of you, the game is over.
9. To see how well you did, add up the number of the red cards you won. Play the game again and see if you can better your score.

EASY REVIEW

Multliplication

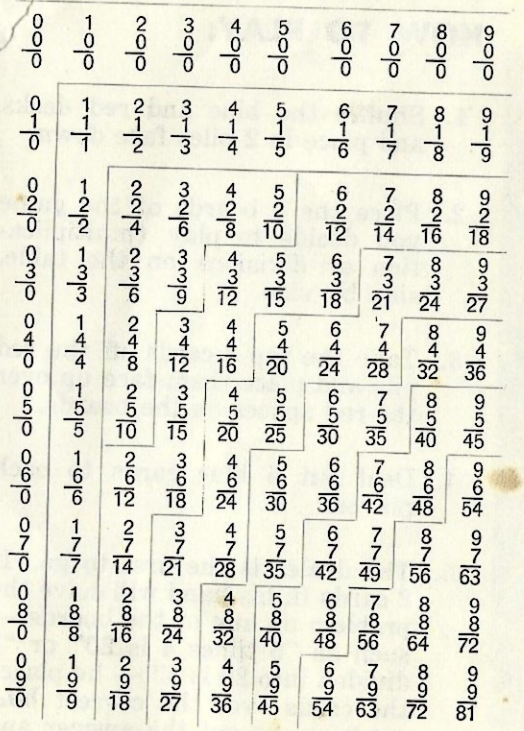
Use 1 board. Have the child place the top 2 blue cards on the blue spaces, and give their product. Discard the cards, and play the next 2.

Division

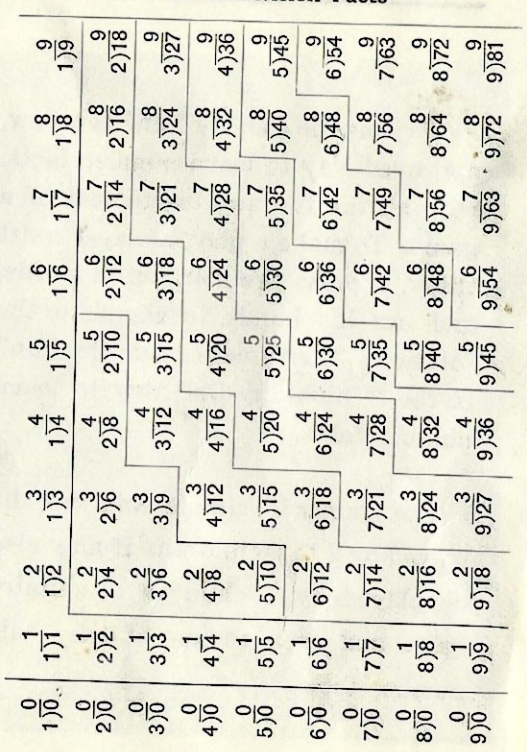
Place a blue card on the divisor and a red card on dividend. Have child call out quotient. Discard the cards and play the next ones.

USE THESE NUMBER FACTS TO CHECK YOUR ANSWERS

The 100 Multiplication Facts



The 90 Division Facts



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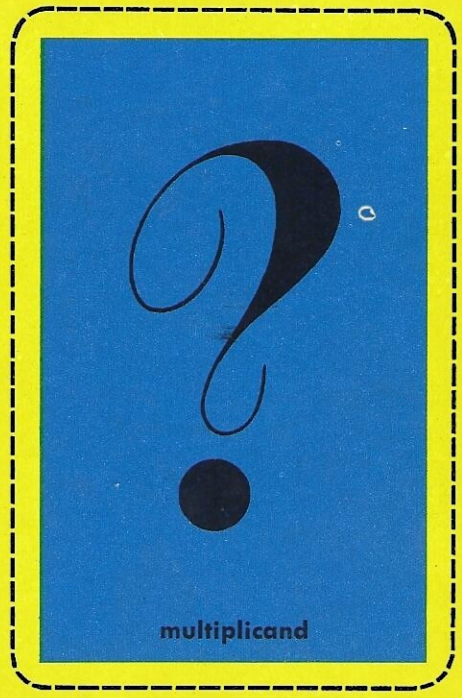

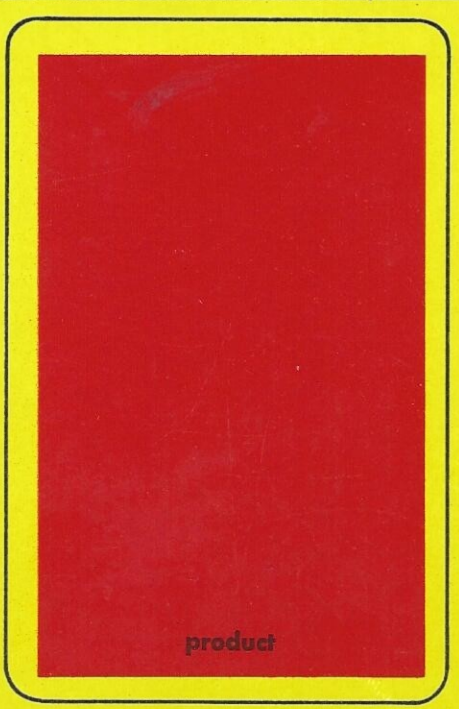

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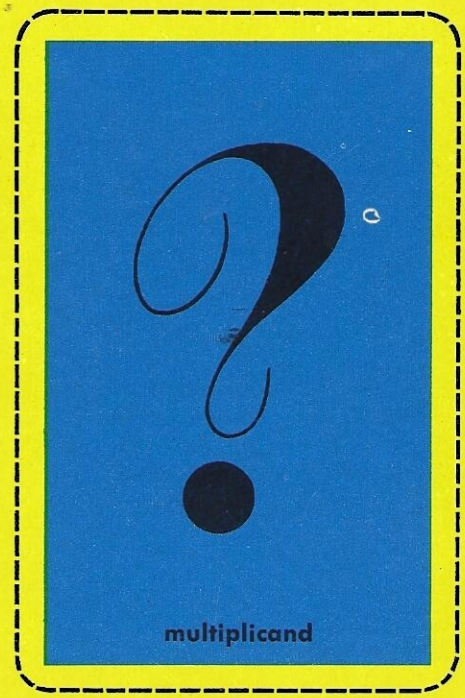

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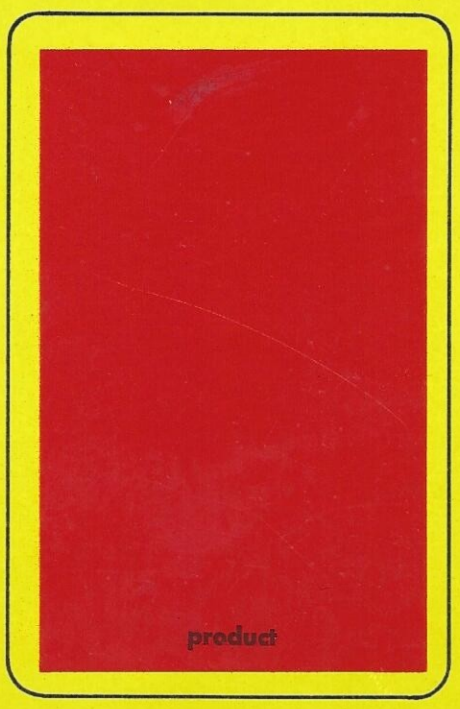

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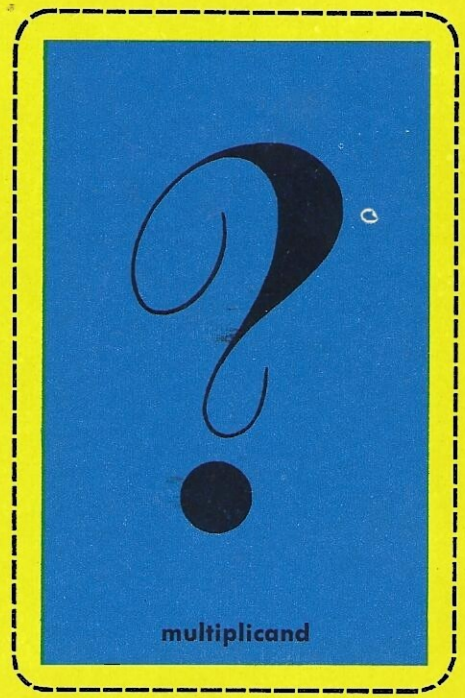

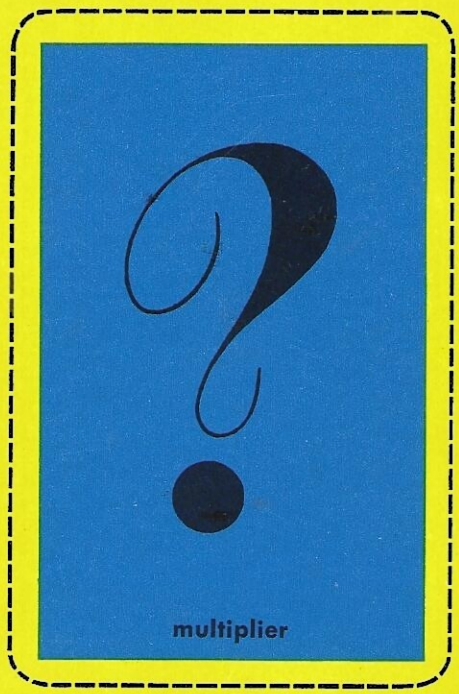

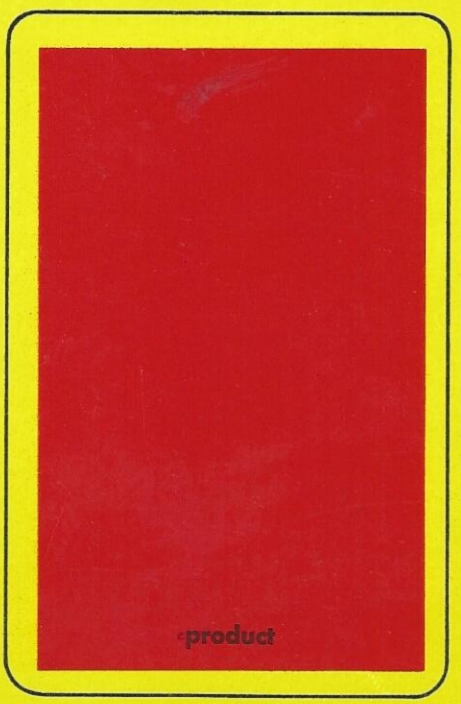

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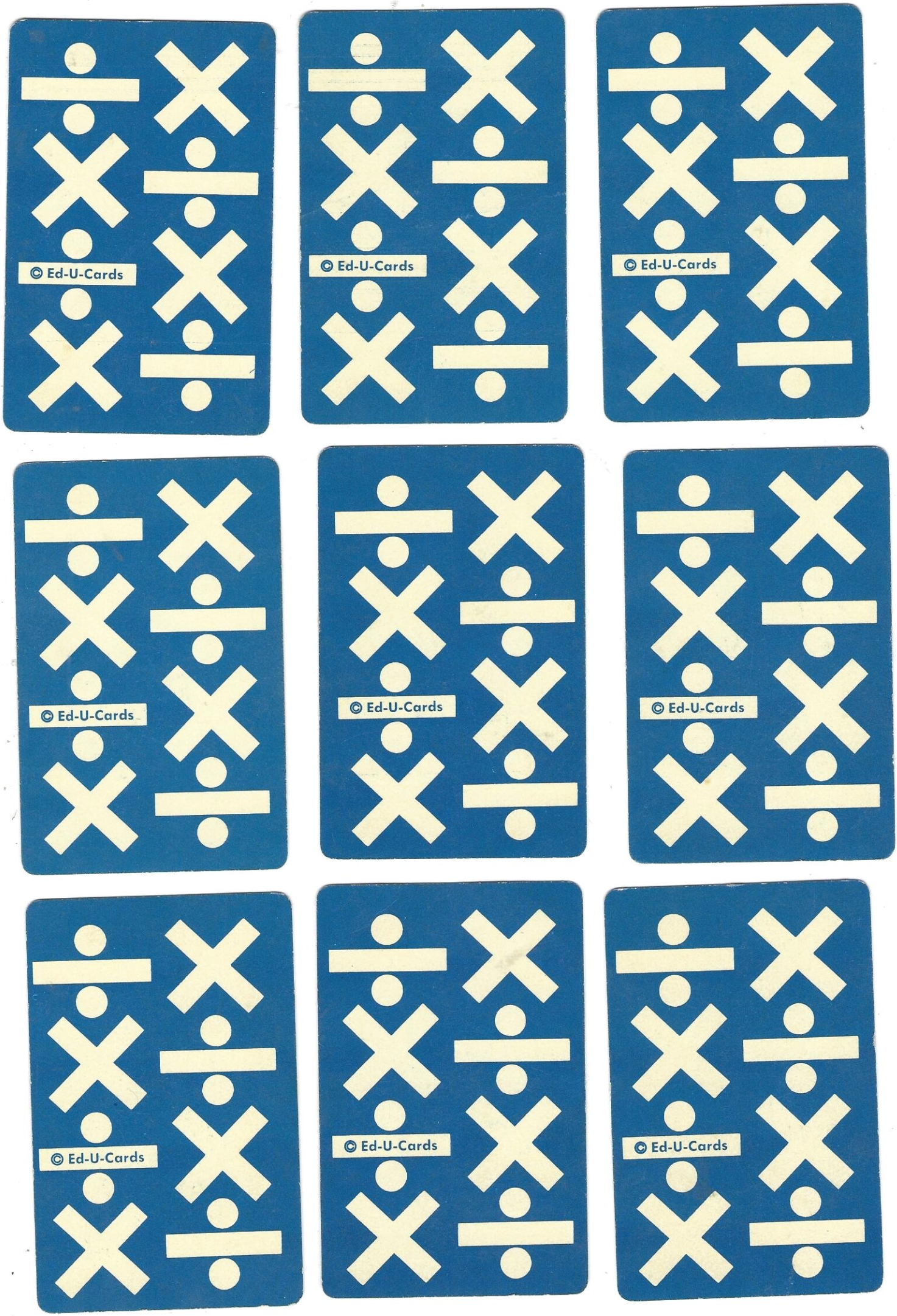
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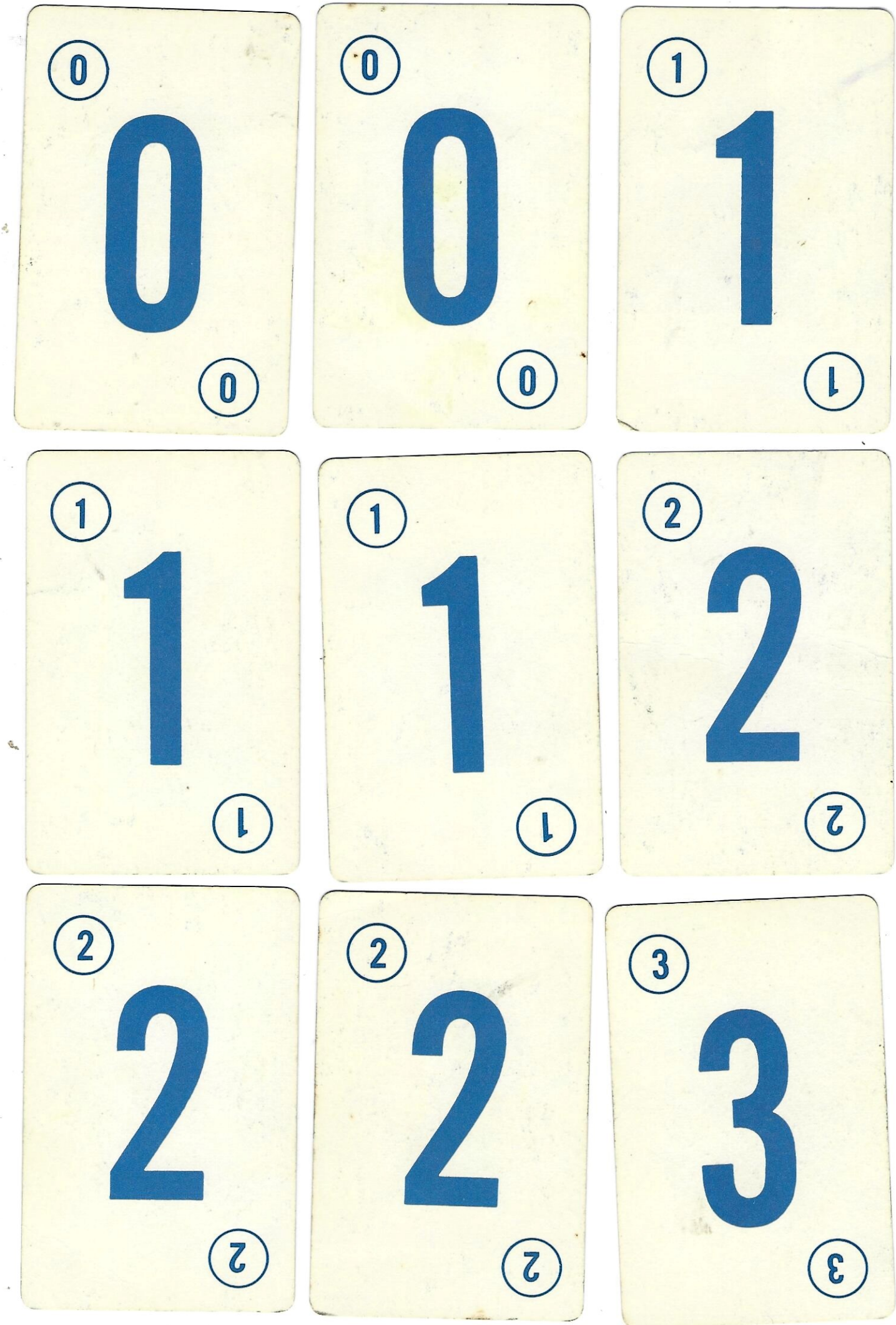
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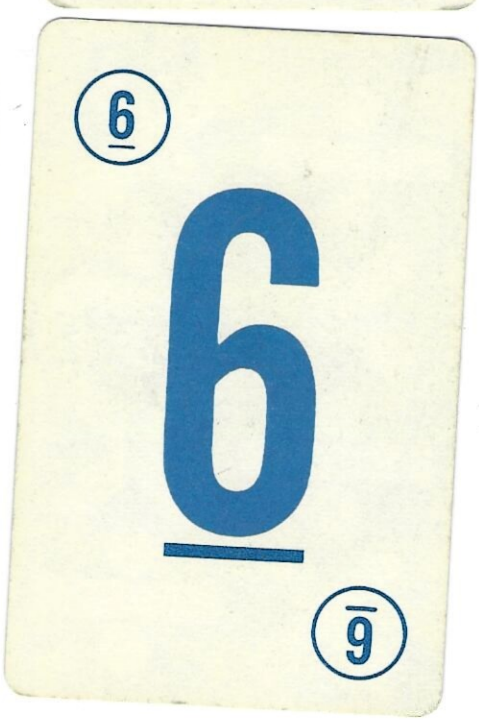
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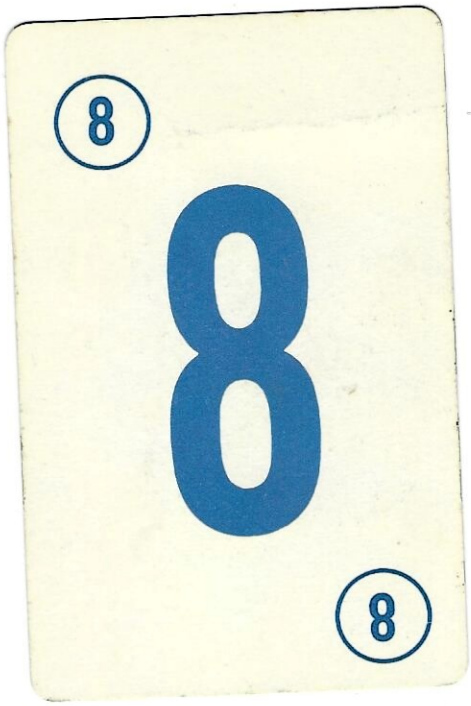
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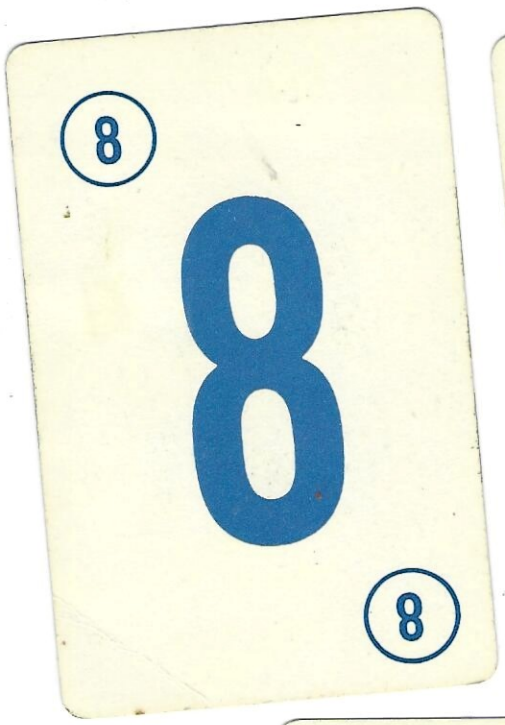
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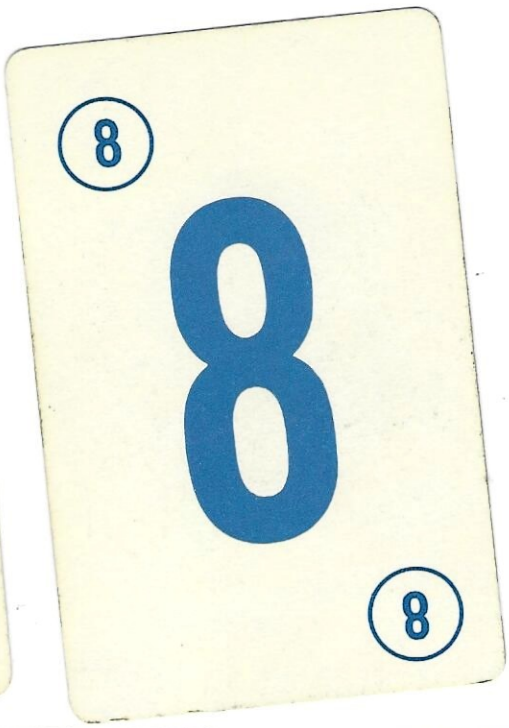
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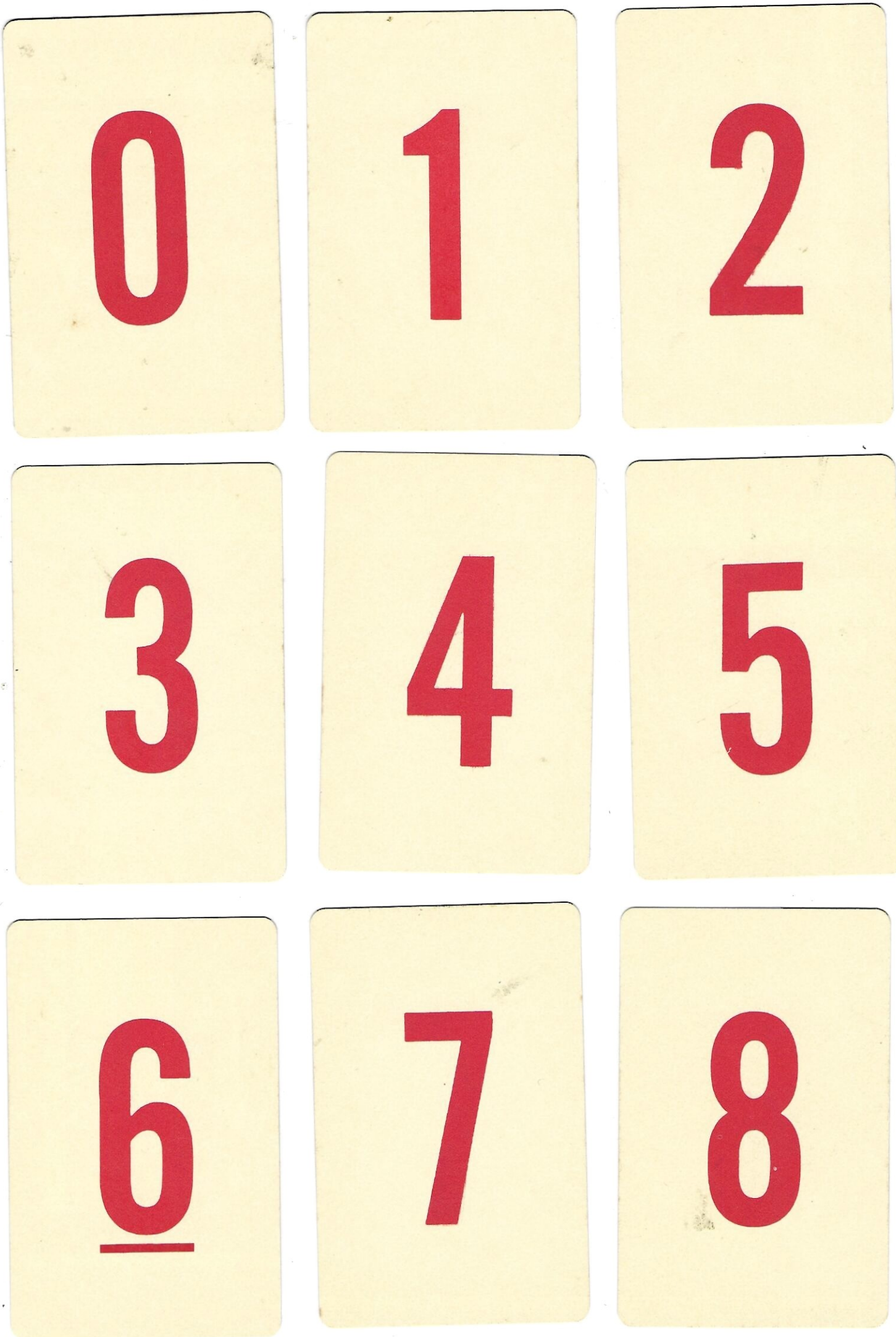
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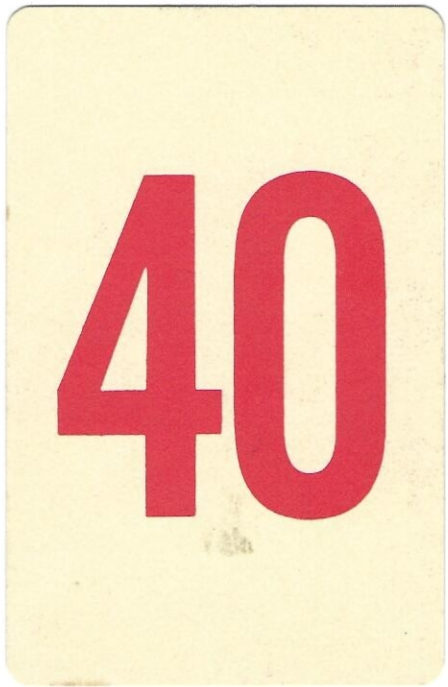
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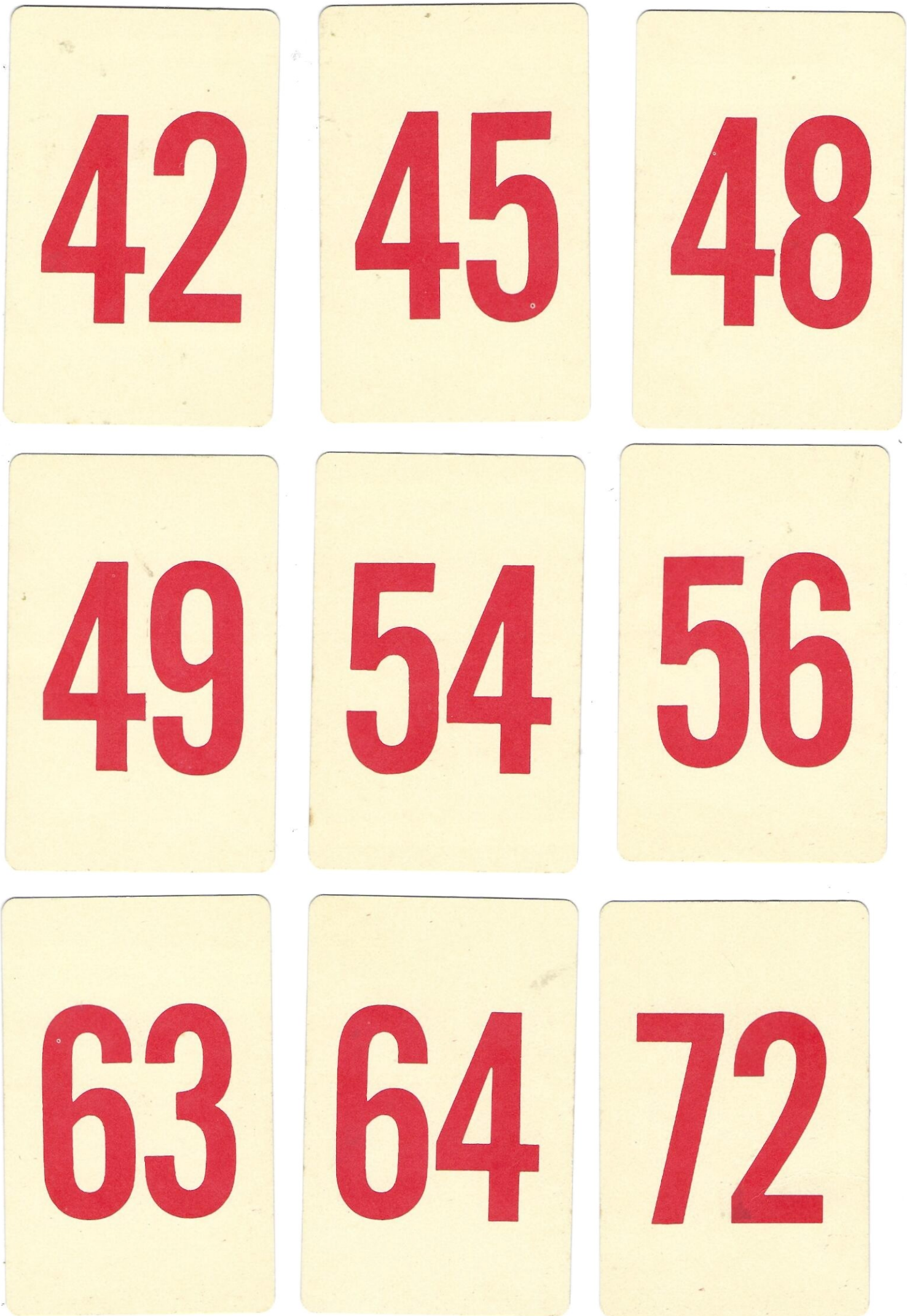
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